BASEBALL

INSTRUCTION BOOKLET

Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.

Thank you for selecting the Nintendo® Entertainment System™ Baseball Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

Play 9 innings of major league baseball competition with realistic 3-D graphics featuring close-up and overview of the field perspectives. Select your team, and step-up to the plate against a computer opponent or a friend – for twice the fun. You control the swing of the bat. The speed of the pitch. The hits, the steals, the double-plays! Even hear the roar of the crowd as you hit a home run and race across the plate to score!

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

Note: In the interest of product improvement, specifications and design are subject to change without prior notice.

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2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

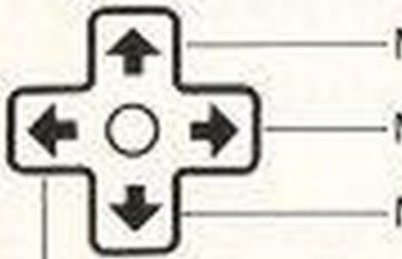
Controller 1
Controller 2

Controller 1 – for 1 player game
Controller 2 – for second player in 2 player game

Operating the controller for this game is fairly complicated. Read this instruction booklet carefully and practice operating the controller in order to master the game. Use your imagination to develop winning strategies.

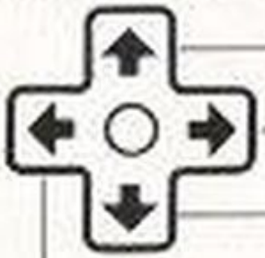
[Control pad]

- **Batter movement**



Moves toward the pitcher.
Moves toward first base.
Moves toward the catcher.
Moves toward third base.

- **Runner control**



Second base runner
First base runner
All runners
Third base runner

[A button]

1) The batter swings. (Press only the A button.)
2) A runner will return to his base. (Pick the runner(s) with the ✣ control pad, and press the A button.)
   * If the A button is released during a swing, the swing will stop at that position.

[B button]

This button is used to advance runners. (Pick the runner(s) with the ✣ control pad, and press the B button.)
Use for stealing bases, squeeze plays, hit and run plays, and tag up plays.

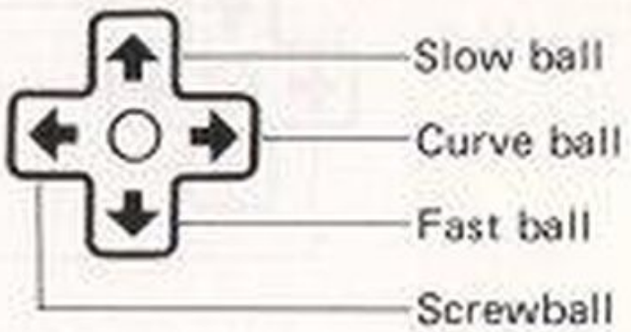
WHEN IN THE FIELD:

(Operates from the time the ball is pitched until the batter swings.)

Pitching

[✣ Control Pad]

- **Type of pitch**
  (right-handed pitch)



[A button]

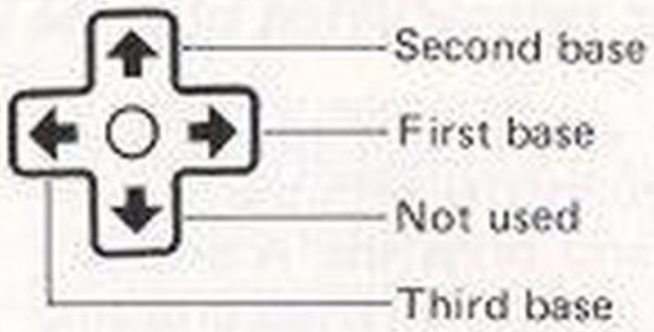
- **The pitcher pitches.**

(The ball type indicated by the ✣ control pad will be thrown. If the ✣ control pad is not pressed, a medium-speed straight pitch will be thrown.)

Throwing a Feint:

[✣ Control Pad]

Decide which base to throw the feint to.



[B button]

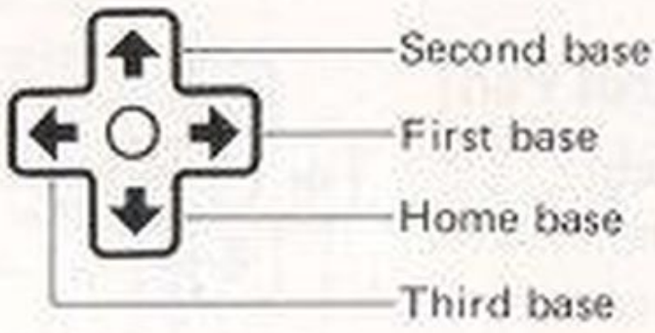
Press this to throw the feint. (The feint will go to the base designated by the ✣ control pad.)

*When the ✣ Control Pad is not pressed, the feint will go to the closest base with a runner.)

Fielding the ball:

[✣ Control Pad]

Decide which base to throw the ball to.

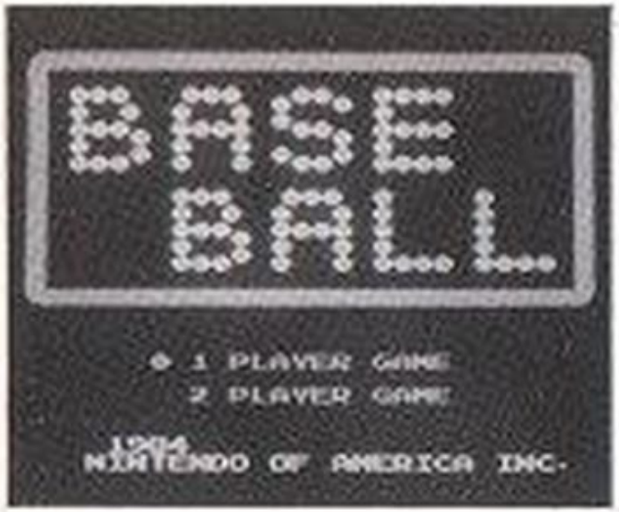


[A or B Button]

The fielder throws the ball to the base designated by the ✣ control pad.

*When the ✣ control pad is not pressed, the ball is thrown to first base.

*If there is no attempt to steal a base, the catcher will automatically return the ball to the pitcher after a pitch.



SELECT button

When this button is pressed, the ball (ⓘ) moves. Line the ball up with the game you wish to play.

START button

When this button is pressed, the game you chose with the SELECT button can be played; but first teams have to be picked.

Pause:

If you wish to interrupt play in the middle of a game, press the START button. The pause tone will sound and the game will stop. Press the START button again when you wish to continue playing. The game will continue from where you left off.

Selecting Your Team/First Ups

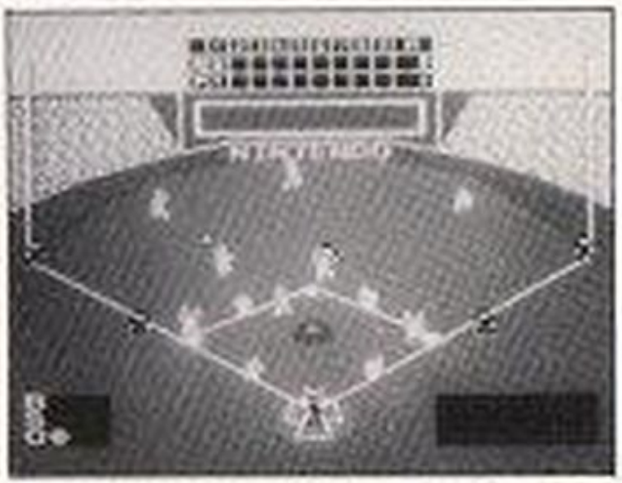
The 1-Player Game (using only Controller 1)

If you select the 1-Player Game and press the START button, the screen appears as shown at left.

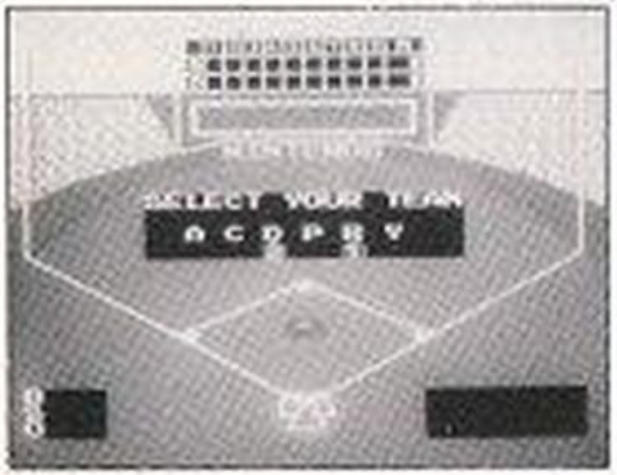
- Move the ⌂ to the left and right with the ✣ control pad and line it up with the desired team's initial.
- Press the A button to begin the game.

* In the 1-Player Game, you challenge the computer (⌂).

* Which team bats first ("first ups") is decided automatically.



The 2-Player Game (Using Controllers 1 and 2 and competing with a friend)



If you select the 2-Player Game and press the START button, the screen appears as shown at left.
In the 2-Player Game, Controller 1 has "first ups".

- Move the team selectors to the left and right (Controller 1 is 1, and Controller 2 is 2) with the ✣ control pad and line them up with the desired teams' initials.
- Press the A button (on both Controllers 1 and 2) to start the game.

3. HOW TO PLAY

A variety of hitting plays are possible with the clever use of the controller.

- Stealing bases (double steals and triple steals)
- Hit and run plays
- Squeeze bunts
- Sacrifice bunts
- Tag up and run plays

Strike out the batter with a combination of awesome pitches.

- Fast ball
- Regular ball
- Curve ball
- Slow ball
- Screwball

Guard against base stealing! Lead the runner off base, and then tag him out in a pickle.

Runner Movement

(After 2 outs)

All runners attempt to run to the next base on every hit.

(At times other than 2 outs)

Only runners subject to being forced out run on a grounder hit.

Runners stay put on fly hits, in preparation for a possible tag up and run play.

* Pitching is not possible while the pitcher and catcher are exchanging signs.
* The fielders automatically run after a ball hit into play.
* If a score exceeds 10 runs or more in 1 inning, only one digit shows up on the scoreboard, but the real number of runs is added to the game score.
* Tag up play control is the same as for ordinary base running.

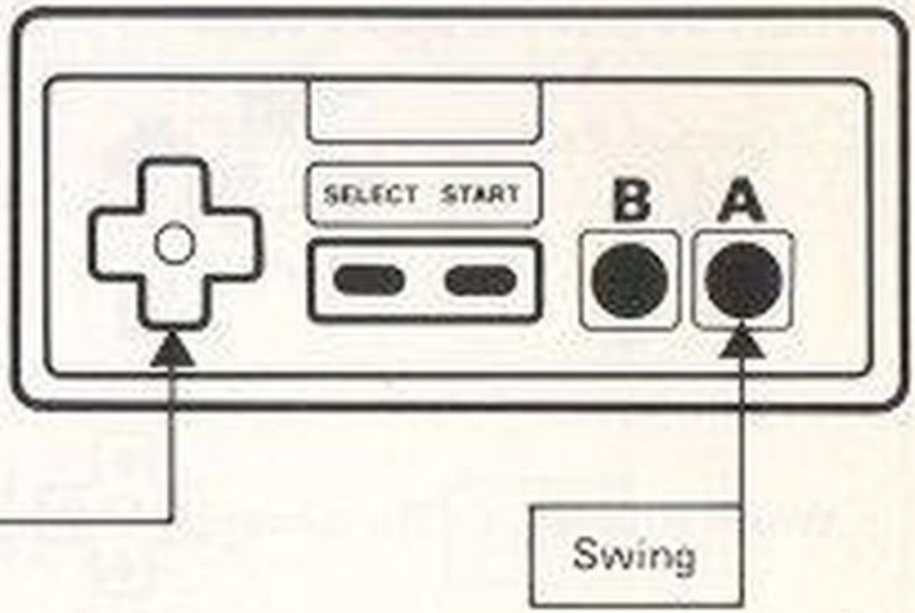
* If a runner fails to tag up before running after a fly out, he can be put out by throwing the ball to the base he left. Once the ball is returned to the pitcher, however, the runner is safe.
* When a bunt fouls after a 2-strike count, it is a strike out.
* Occasionally, fielders may temporarily disappear from the screen. This is not a malfunction.

A Quick Guide to Controller Operation

When at bat **(Batting)**

Control pad

A Button



Position of the batter (Inside the batter's box)

Toward the pitcher

Toward third base

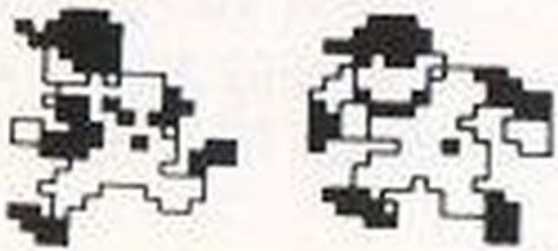
Toward first base

Toward the catcher

When at bat (Base Running)

Control Pad

B Button A Button



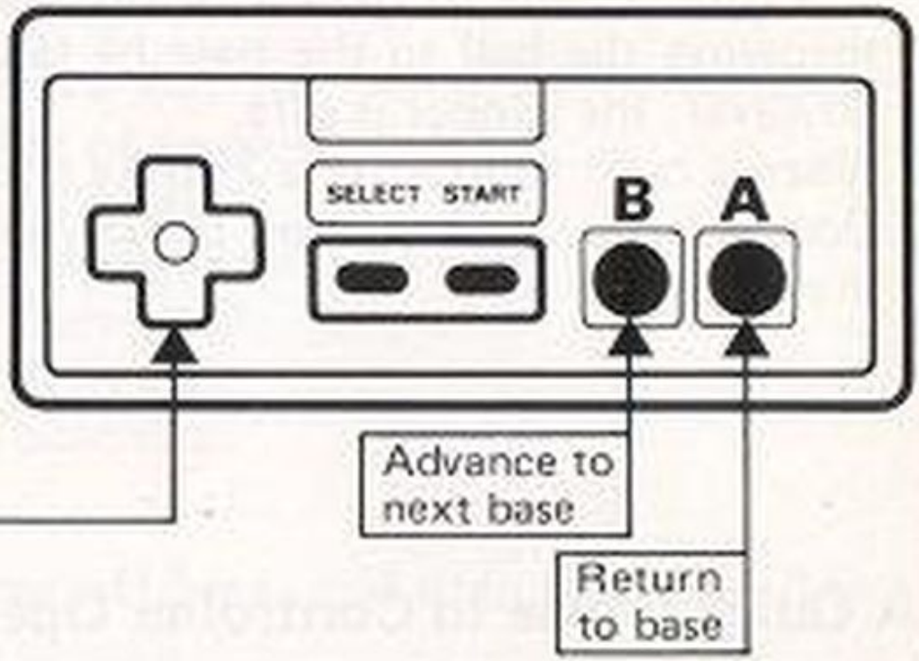
Which Runner

Second base

Third base

First base

All bases



When at bat (Stealing bases)

Control Pad

B Button

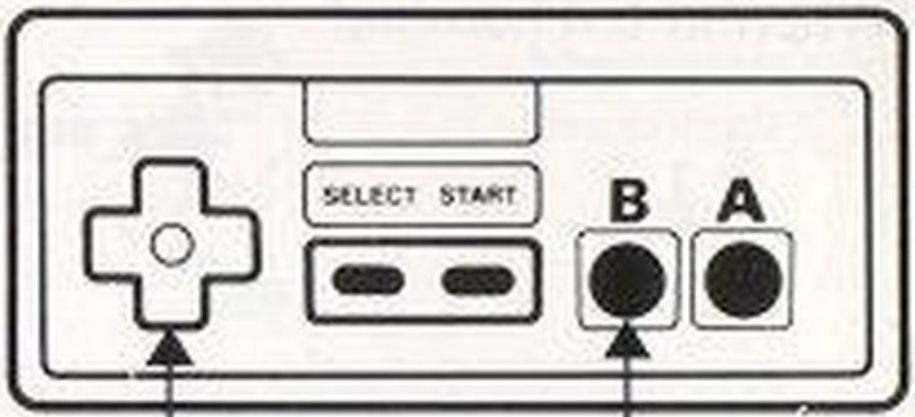
Which Runner

Second base

Third base

First base

All bases



Fielding (Pitching, right-handed)

Control Pad

A Button

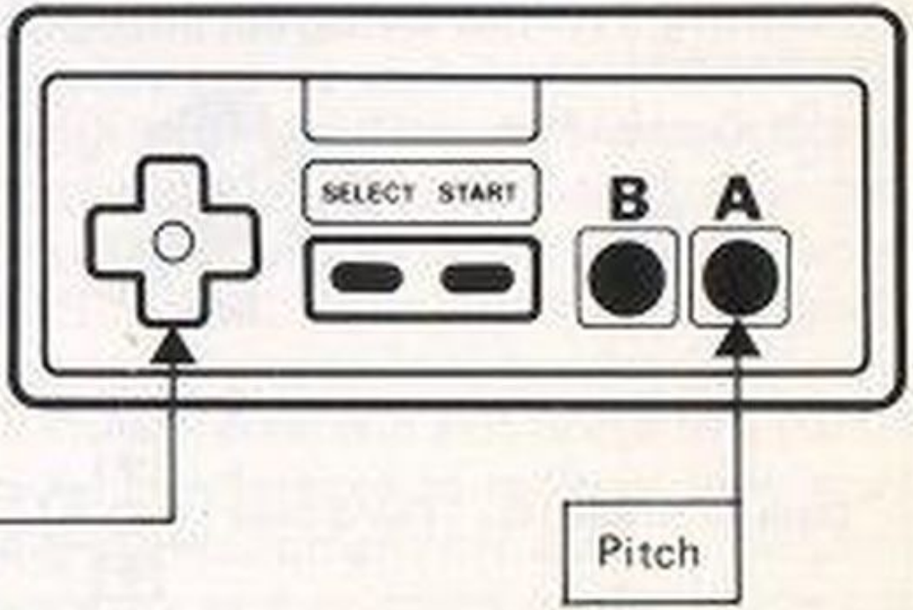
Type of ball

Slow ball

Screwball

Curve ball

Fast ball



Fielding (Feint)

Control Pad

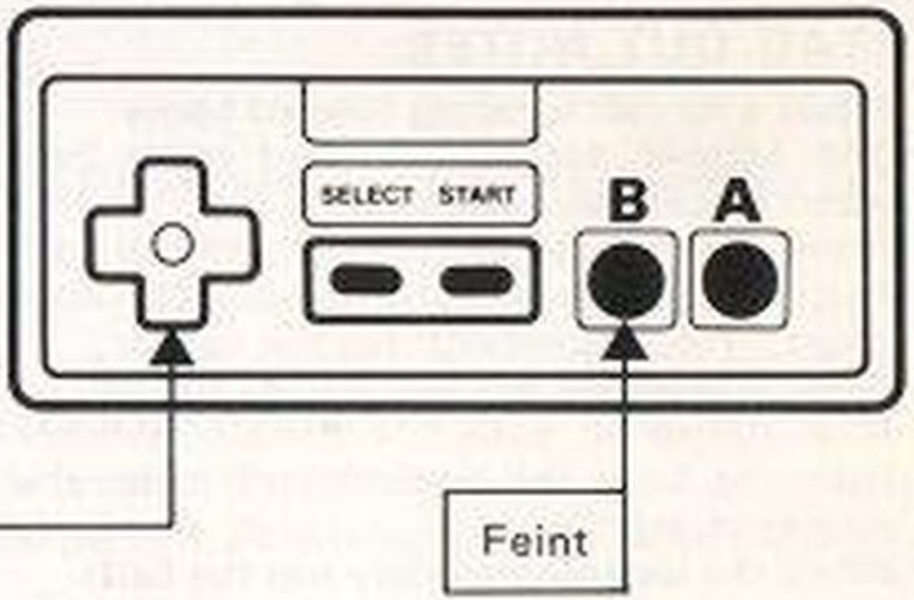
B Button

Base to throw to

Second base

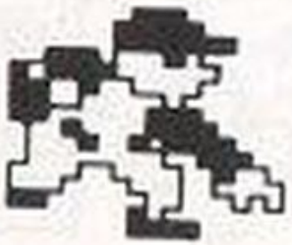
Third base

First base

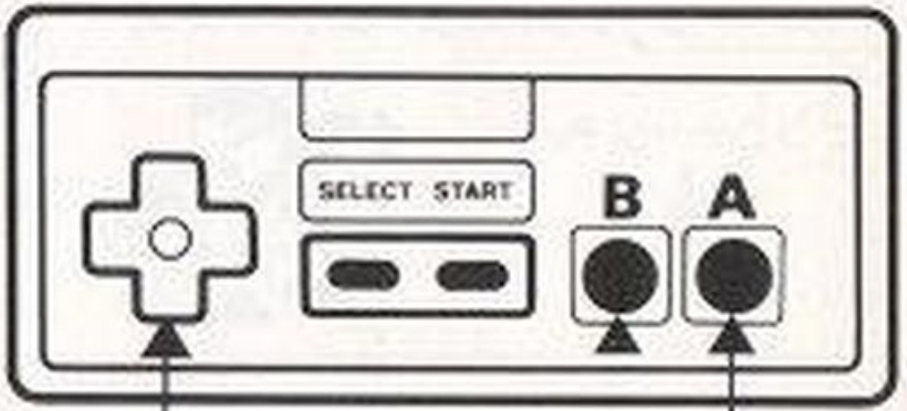


Fielding (Throw for tag out attempt)

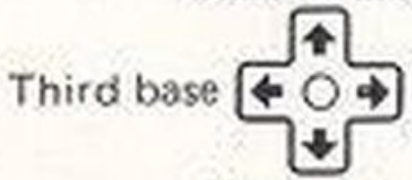
Control Pad



A or B Button



Base to throw to



Throw*

*TAG OUT NOTES:

When a runner is racing toward home:
The catcher has not covered home base when he catches a pitch.
Press home plate on the control pad, and then press the throw button once more. The catcher will tag the runner.

When a baseman has just gotten the ball:
If a runner is within a certain distance from the base, the baseman will chase the runner to tag him.

When the baseman already has the ball:
Press the control pad to that base again. The baseman will chase the runner to tag him.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

MEMO

MEMO

MEMO

90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

90-DAY LIMITED WARRANTY:

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.

3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Nintendo of America Inc.
NES Consumer Service Department
4820 — 150th Avenue N.E.
Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

WARRANTY LIMITATIONS:

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

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